

1 of 5

## Method for protecting a character entered at a graphical interface

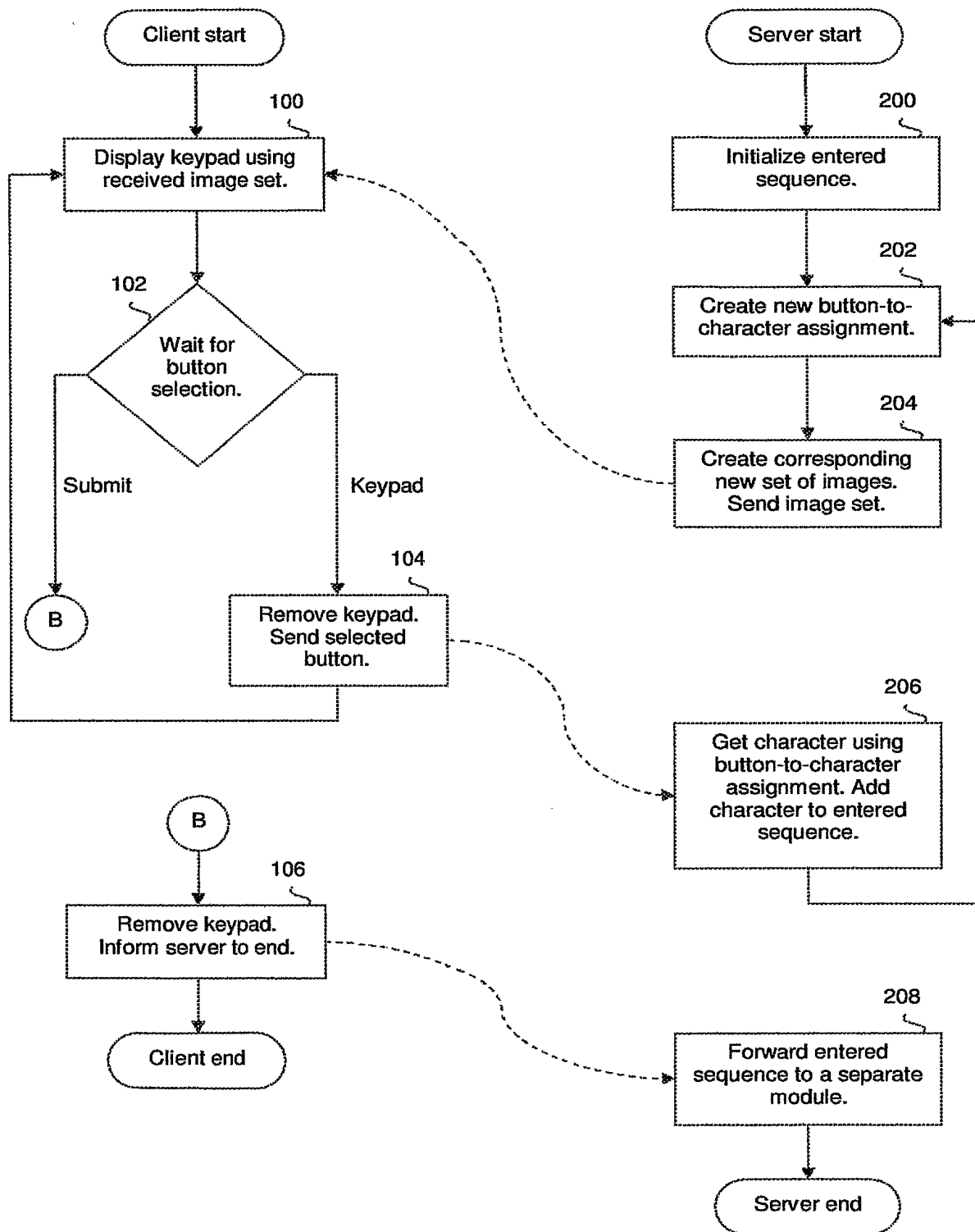


FIG. 1

2 of 5

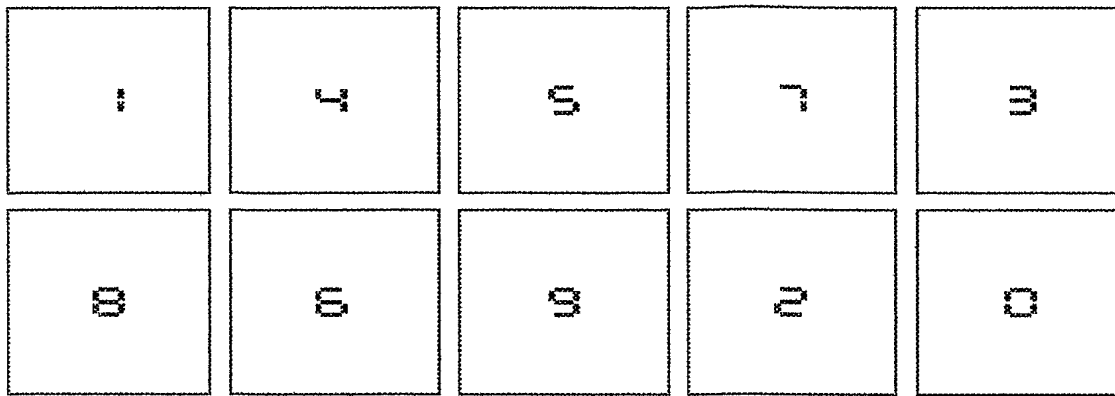


FIG. 2

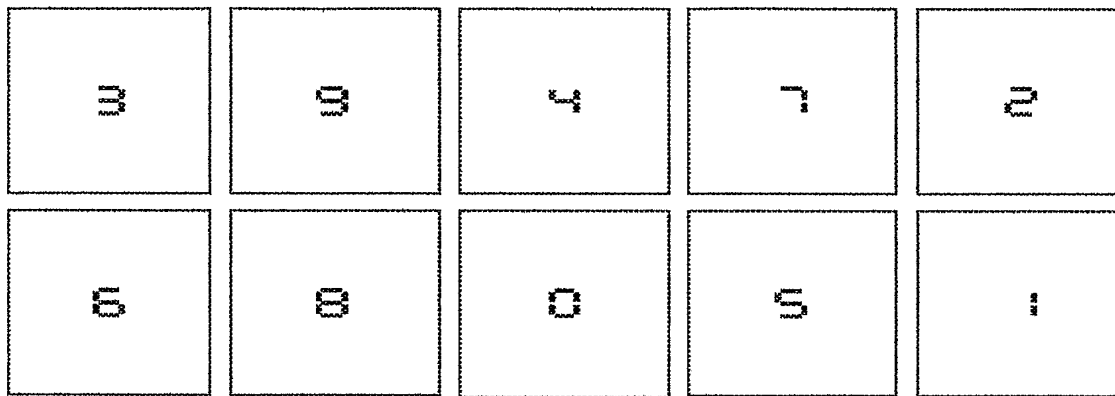


FIG. 3

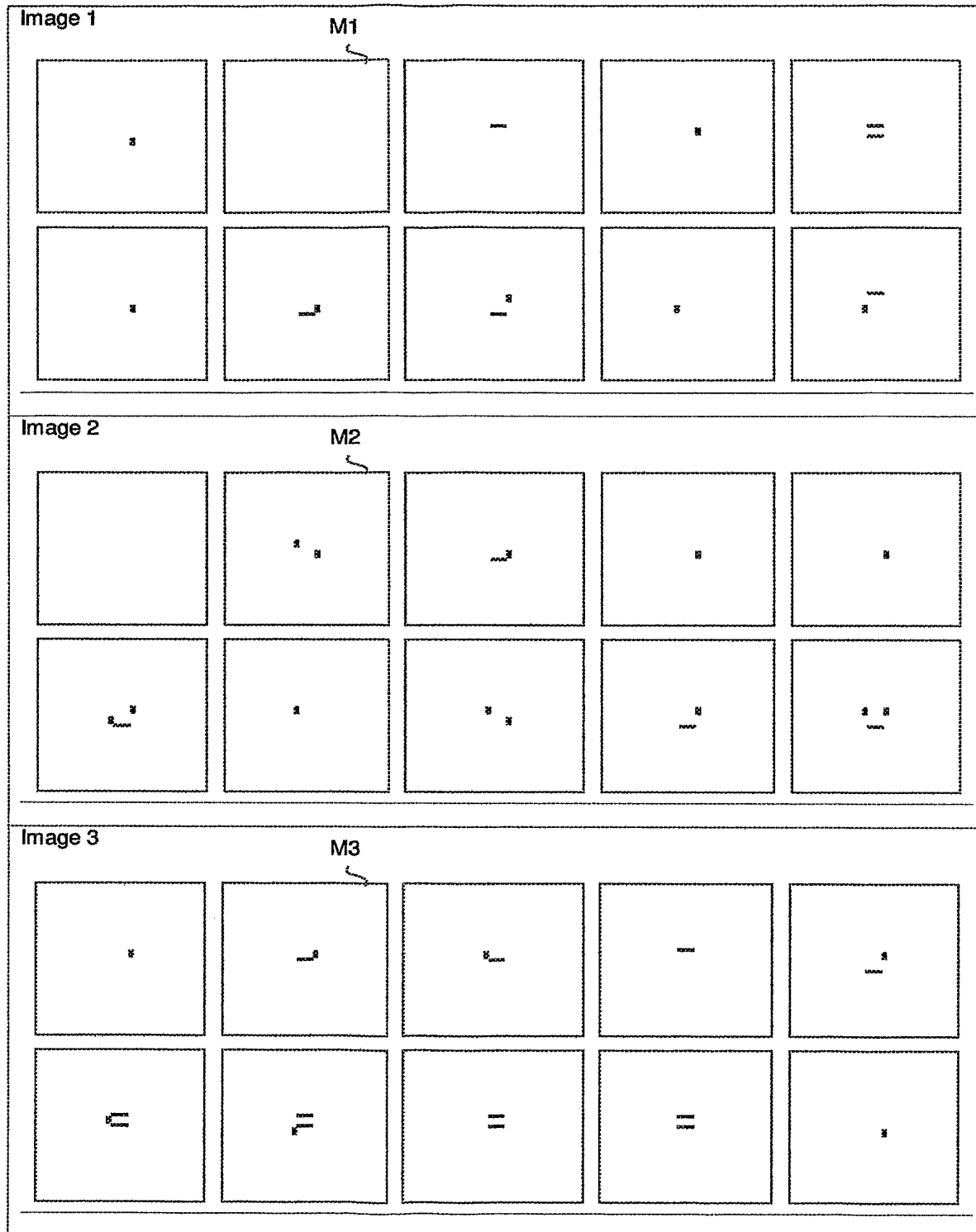


FIG. 4

4 of 5

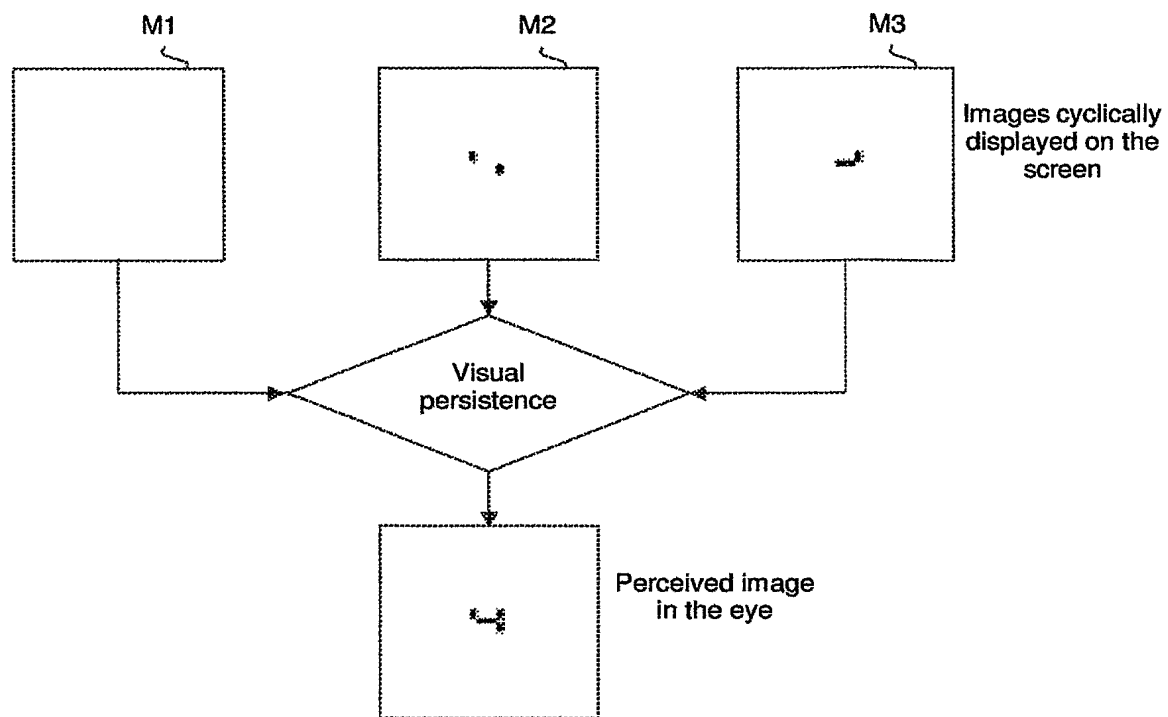


FIG. 5

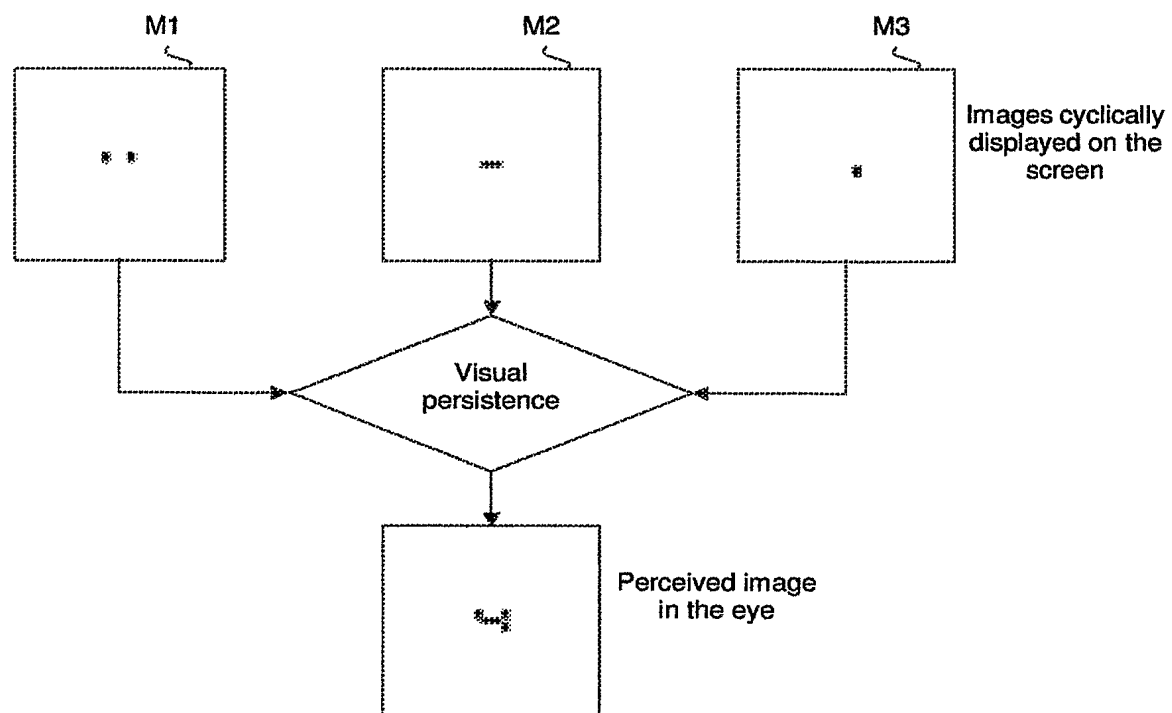


FIG. 6

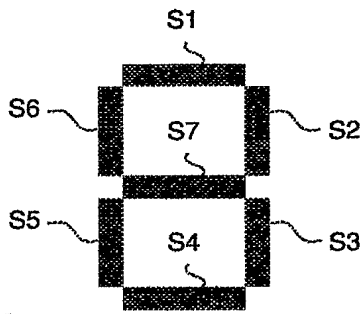


FIG. 7

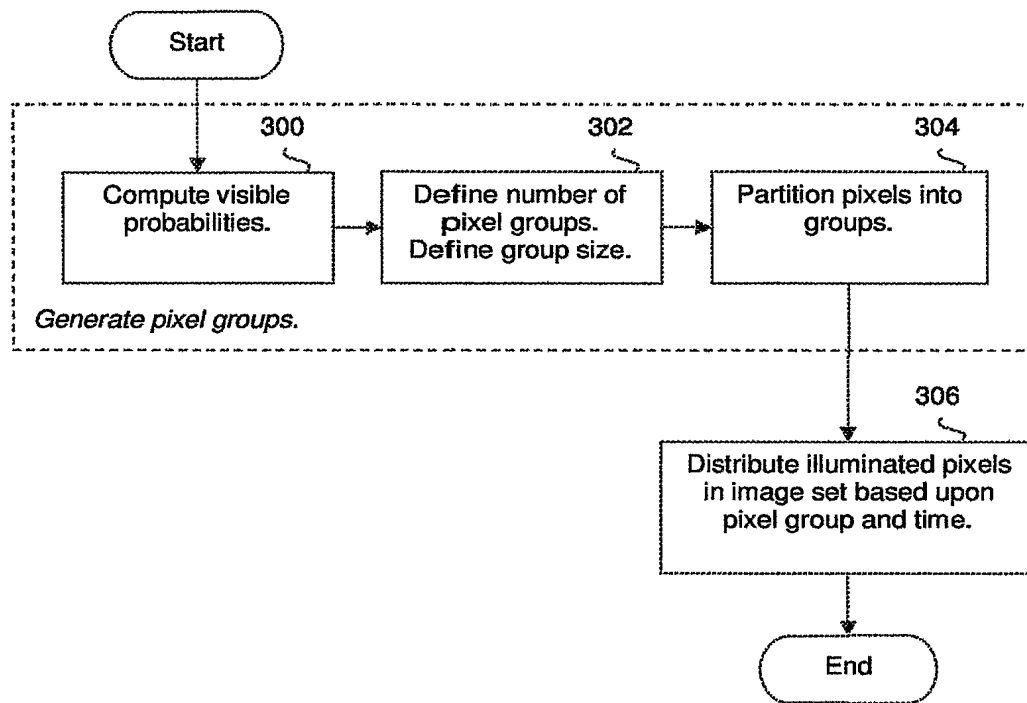


FIG. 8

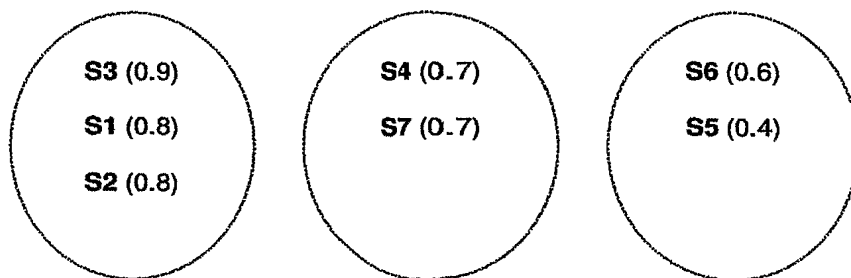


FIG. 9